

**NEW HOPE FOR 8-BIT? NEW GENESIS PERIPHERALS!**

# MEGA PLAY

**THE ULTIMATE ALL-SEGA MINI-MAG**

**PREMIER ISSUE**

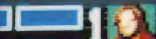
**\$1.99**

**SEGA 8-BIT  
MEGA-REVIEW:**

**GOLDEN AXE**

**SHINOBI GOES 16-BIT IN:**

**REVENGE OF SHINOBI**



# SOLID TITLES GUARANTEE MASTER SYSTEM LIFE THROUGH FIRST HALF OF '90...ARE MORE ON THE WAY?

Despite some questions about future game support for the Master System, Sega and Tonka are poised to introduce some of the best games the 8-Bit Bitter has ever seen early next year. Among these titles are the long anticipated arcade translation of Golden Axe (which will be appearing for the Genesis around the same time) and an all-new RPG adventure based on Ultima IV.

Both of these titles show off just how much the Master System has matured since its debut, with fantastic graphics and game play. Golden Axe (detailed in this issue of Mega Play) contains almost all of the features found in the coin-op and is incredibly challenging.

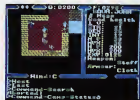
Ultima IV, on the other hand, is a RPG lover's dream, with a fantastic quest that is contained within an enormous scrolling environment. Four mags of power and a battery back-up round out this great new game.



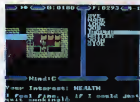
*GOLDEN AXE is the big name arcade effort set to appear in early 1990.*



*Graphically superb introductions set the tone and starts the quest in Ultima IV*



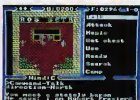
*You must constantly maintain your status as you set out to solve the quest*



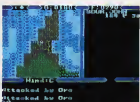
*In Ultima IV it is possible to communicate with anyone you encounter*



*At the Gypsy you reveal your inner feelings to create the character most like you*



*A menu of different responses can be used to interact with the surroundings*



*As you travel through the lands of Ultima, you must fight all types of monsters*

## NEW HOPE FROM EUROPE?

Although things may not look as promising as they have in the past for the Sega Master System, there is another outlet for Sega 8-Bit titles that may one day become the only resource for Master System fans.

In Europe the Master System has eclipsed Nintendo in both sales and popularity, opening up avenues for

softs that were never released over here. Remember Out-Run 3-D? It may not have shown up on our shelves, but in Europe it's one of the hottest new releases! Other cards and carts that are being enjoyed by our friends across the Atlantic include Bank Panic, Pit Pot, and more! Look for more info on these games next issue - boy are we envious!



*PSYCHO FOX is just one of several 8-Bit Sega titles that you won't see on these shores!*

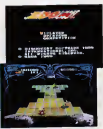
## A BRIGHT FUTURE IN STORE FOR GENESIS GAMES AND PERIPHERALS IN 1990...

More than two dozen Sega Genesis game are now into development and third-party licensees are finally coming aboard to support this flagship 16-Bit console. On this page you'll find the first six of many Genesis game titles like Truxton, Gain Ground, Fantasy Star 2, and Zoom.

Remember Genesis fans, this is only the beginning - more and more exciting games will be on their way in '90, like a special version of Tongue of the Fatman and Football from Activision, Atomic Robo-Kid, Curse, and Omega Fighter. Other titles rumored to be Genesis-bound include Cyberball, Sword of Sodan, Basketball, Holo Fighter and several other RPGs.



TRUXTON



### Is there a game network and portable unit in Genesis' future?

One of the biggest parts of Sega's PR blitz to tradesters has been the Tele-Genesis modem. This device will make it possible for players to compete head-to-head and maybe even bring a game network, where you can call up and access the Genesis library of games, into existence. Sega, as well as NEC and Nintendo, are doing just that in Japan, where video game communications are all the rage!

Will we see such a Game Net here in the States? Maybe, but it's not in Sega's plans for the near future. It's a great idea, though, and one that warrants further investigation from Sega.



Another hot rumor we've run into concerns a Sega color

hand-held that will work with the Genesis game carts. Just think how fun it would be to take top quality 16-Bit Genesis games with you wherever you go! As we gather more info, we'll be sure to pass it along.



A new Genesis controller?



## FACT-FILE:

**Manufacturer:** Sega  
**Machine:** Master System  
**Cart Size:** 4 Meg  
**Number of Levels:** 7  
**Theme:** Action  
**Difficulty:** Hard  
**Number of Players:** 1  
**Available:** March '90



## STORY

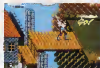
Hot on the heels of a fantastic run in the arcades, Sega delivers unto us the long-awaited 8-Bit version of Golden Axe!

In the 8-Bit translation of Golden Axe, you assume the role of a brave warrior who boasts extraordinary fighting skills, as well as a keen ability to perform any one of three kinds of magic! (In the arcades you could choose different characters who each had their own magic skills, but this version features only the warrior.)

You must set out to rescue the King and Princess before Death Adder and the forces of evil are allowed to take over! Stop them at all costs!



*As you complete each of the game's seven levels, you will see your progress tracked on this ancient map!*



Ed Semrad

## START YOUR ADVENTURE...

You begin play with limited magic, full health, and three lives in reserve. You're allowed to continue up to three times (unless you know the secret!) to return to battle at the same location that you previously occupied. As you move through each level, you'll face off against several opponents at once, and upon defeating them you must proceed to the right where further dangers

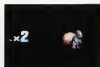
await. Each round takes place in a different location with surroundings and environments that change upon completion. Your hero will fight with Death Adder's henchmen through forests, castles, and even in towns riding atop turtles and birds!



*Before the game begins, you must select which form of magic you will be using*



*When the Fire Magic reaches its ultimate strength, you can call a dragon*



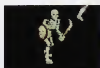
## POWER-UP

At the conclusion of every level, as well as during the course of your adventures, you will often run into small elves who carry magic and health enhancements. To retrieve these valuable items, you must strike the munchkins to get them to "cough up" the objects. Blue elves give pots that increase your magic meter, while green elves deposit meat for added health. Work fast, however, the elves don't stay long.

## BATTLE THE ENEMY TO THE DEATH



*Longmoan - Strikes with a spiked club, very common!*



*Skeleton - Dangerous! Uses sabre and is very tough!*



*Armored Knight - Has long sword and thick armor!*



*Henninger - Uses mace, another common enemy!*



*Lemanaya - Woman with axe! Very aggressive!*



*Anvil Warrior - Heavy club is main weapon. A Boss!*

As you thrust, chop, and wrestle your way past Death Adder's guardians, you will quickly learn that these nasties mean business!

When a crowd of bad guys appears, it is best to work quickly and take out one opponent at a time. Having two thugs on either side of your hero is the worst position to be in, so it may be necessary to quickly alternate attacks between several enemies. Also remember to never get too far away from the Golden Axe creature cast or you may just find a footprint on your face!

## DRAGON RIDER

Another character you will encounter sometime during most of the levels are the Dragons. Riding a dragon gives you extra protection from attack and increases your firepower dramatically!



*Chicken Tail - This strange creature has a whip tail!*



*Fireblast Dragon - This dragon sprays fiery breath!*



*Fireball Dragon - This one shoots fireballs at enemies!*



*Surround your enemies with an atomic blast generated by the Earth magic*



*Use the Thunder magic to send bolts of lightning down from the heavens*

## MAGIC AND MIGHT

One of the most valuable weapons you have to aid you in your battles is the powerful magic. After selecting which of the three different types of magic you would like to use, you can then increase your magic abilities by collecting the pots that are dropped by blue elves. Depending on how powerful your magic is, you can inflict tremendous damage!

**VERTICAL SCROLL  
TURNS TO  
HORIZONTAL HERE**



**BEGIN LEVEL THREE**

**LEVEL FOUR BEGIN**



**CEILING COLLAPSES - HURRY!**



**TAKE ON THE LEVEL THREE BOSS - THE DEADLY MISTRAL WIND**

When you approach the end of Level Three, you must jump from the tongues of the stone idols. Don't get too close to the idols' mouth or you'll get gobbled up! Don't forget that you'll speed up as the monsters retract their tongues back into their mouths.

When you reach the last plateau, the Mistral Winds will appear. This Boss is comprised of a giant eye surrounded by clouds. Within the eye rages a violent electrical storm. You must repeatedly shoot the eye as it hovers around and below. While it is easy to hit the Winds when they are directly left and right, it is important to hit the Boss as it flies overhead (shooting up) and below (jump and fire down).

When the Mistral Winds become electrically-charged, however, you can't attack the Boss. It is also at this time that the Boss is at its most dangerous state of movement so back away! Resume the battle against the Level Three Boss once it has settled down into its regular patterns. The best weapon is again the dagger, since it fires with the most frequency.



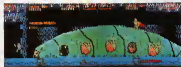
**JUMP TO SAFETY  
QUICKLY!**

**JUMP FROM TONGUE TO TONGUE, FALLING  
ON THE MOVING PLATFORMS WHEN NEEDED**



## **THE ADVENTURE CONTINUES...**

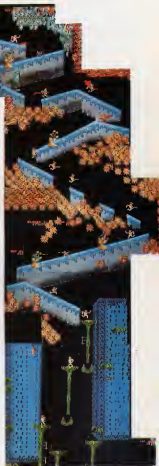
### **STRATEGIES AND MAPS FOR LEVELS 3,4,5**



#### **LEVEL FOUR BOSS - THE ROTTEN WORM**

The fourth Boss is difficult mainly because of the slinking snake that winds its way around the screen. Besides this attacker, smaller worms appear from the five pulsating hearts in the large worm, work their way up and onto the top of the main Boss, and then head in your direction!

To waste this Boss and proceed to the final level, use the dagger weapon and move to the very edge of the worm's backside. Crouch down and fire into the two left-most hearts. These will be destroyed quickly and with very little effort. If smaller worms approach, simply arise and fire. Move to the right side of the worm (right above the creature's head) and repeat this process on the two hearts to the right. Along the way, pump a couple of shots into the center heart and finish the beast off!

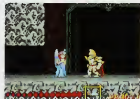


Arthur, Put on your magic armor and open the magic box. I'm sure that the Goddess will appear. Good luck, Arthur, I believe that you will defeat Loki.



## UNCOVERING THE

Ghouls and Ghosts' world (the dagger is a much quicker and effective item). The Psycho Weapon has a very limited length of attack, even when fully powered-up, making it a less than desirable offense.



The Goddess of Battle and the Psycho Weapon that she leaves Arthur.

To defeat the Ghouls and Ghosts and their leader Loki, you must first progress through the game's five levels of action and adventure, gather the necessary information on locating the Psycho Weapon and the Goddess of Battle from Merlin and the Princess, and set out to defeat a more powerful five rounds of monsters.

To obtain the Psycho Weapon, your allies will tell you, you have to open one of the special treasure chests while wearing the Golden Magic Armor.

Although the Psycho Weapon is extremely effective against the forces of evil, especially the supreme demon Loki, it is not the best weapon to have when fighting the inhabitants of the

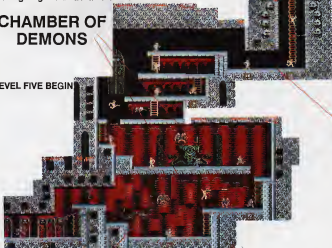
Instead of putting on your magic armor and meeting with the Goddess of Battle right away, wait until the end of your flight to uncover the Goddess and keep the dagger throughout the repeated five game levels.

Use the guide on these pages to uncover the magic armor, locate the Goddess of Battle, and retrieve the Psycho Weapon near the end of level five! Then move onto Loki and the final confrontation...



## CHAMBER OF DEMONS

LEVEL FIVE BEGIN



Jump right before the skull ladder to reveal the first chest. Shoot this treasure chest and eliminate the Wizard that appears. Now move up the ladder to get to the first batch of Mini-Bosses.

**WATCH OUT FOR DRAGONS!**



# PRINCESS AND DEFEATING LOKI...



After destroying the two green cyclops heads, move to the right and into the chamber of the twin Lucifers. As you pass the first door in this red chamber, a treasure chest will appear. Do not get it or break the chest at this point. This is the treasure from which the Goddess will appear later in the round.



Move on and destroy the three Mini-Winds. If you are not wearing armor, jump to here and break the chest to reclaim a suit of normal armor.

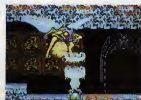


The Bee Boss forms from smaller (but just as deadly) bees, then splits up again and follows you to reform again.



Attack the left cyclops head from **BELOW** the cyclops chamber to avoid double attacks. Stand on the chest and fire through the floor above you when the head appears. Once the first cyclops dies, shoot the chest but don't get the Armor left behind.

Once you have defeated the three Mini-Winds and are wearing a suit of armor, retrace your steps through the lair of the Lucifers (again ignoring the treasure chest), and work your way down the chamber of the Cyclops to where the Magic Armor lays resting. Get the Golden Armor and move back up to the red chamber of Lucifers to where the last treasure waits. Break it open and you will reveal the Goddess of Battle. Grab the Psycho Weapon and move towards Loki!



## LOKI...THE ULTIMATE EVIL!

Undoubtedly one of the most impressive Bosses to ever show up at your home, Loki is a fiery demon intent on keeping the Ghouls and Ghosts on Earth forever!

As Arthur advances into Loki's chamber, the monster will immediately come to life with his hands outstretched and eyes raging.

Loki attacks by firing laser beams from his hands and spitting bombs

down from his mouth. The laser beams are definitely the more dangerous projectiles since they can be fired from almost any angle and also eliminate portions of the ground. Jump and fire at Loki's head, or jump on his foot or knee and wait for the monster to raise you up to his face. When you are in close proximity to Loki's vulnerable area, fire away and get set for a great ending!





2 PLAYERS COMICAL KUNG-FU  
ACTION GAME

# KUNG-FU

32 stages packed with action  
and loaded with excitement!  
The king of comical fighting  
games is here!



He looks tough!  
Is there any way  
to beat this guy?



GREAT

The King of comical hand to  
Jacky and Lee, it's up to you  
Castle and rescue Princess  
ARCADE HIT "Chinese Hero" is



# HEROES



With family  
or friends,  
it's dual-  
play fun!

Take the challenge  
with two players,  
and there's nothing  
to fear!

NES GAME

hand combat games is here!

to break through the Demon's  
Min-Min! The exciting  
back, powered up for the NES!



The Demon's Castle is full of monsters!  
Join forces to wipe them all out!

There's Bonus Stages, hidden treasures,  
Warp Zones, and plenty of other exciting  
secrets to discover!

Who knows what  
wonders and enemies  
await you?

BATAM!



The wicked Demon's Army is out to get you! The  
evil Kung-Fu Commandos, the Gunmen with  
their gigantic bazookas, the magical Medusa  
Cats, and lots of other enemies inhabit the eight  
Demon's Castles. Punch and kick your way to  
the ultimate in two-player excitement!

Look for the legendary treasures that'll  
help you defeat the Demon's Army! The  
Dragon's scales are hard as steel, so you'll  
need the **Legendary Sword**! Watch out  
for the Medusa Beams! Better  
have the mirror handy! Gather  
all the treasures,  
and you'll be an  
awesome  
Kung-Fu  
Hero!

So this is the  
legendary sword!



# 1 TAKE THEM ON WITH THE LEGENDARY SWORD!

You'll need it against the tough Dragon.

## 2 JUMP UNDERGROUND FOR THE BONUS STAGE!

Punch five E balls and get a 1UP!  
If you're playing with two players,  
go for a 2UP!

## 3 BLAST 'EM AWAY WITH BULLETS OF FIRE!

Punch the G ball to get the  
Gunball Boom! Even distant  
enemies are no problem now!

**Nintendo**  
ENTERTAINMENT  
SYSTEM  
GAME

## KUNG-FU HEROES 4

He's the toughest master of Kung-Fu.  
Be sure to power-up before  
taking on the Bison Commandos!

## MIRACLE KICK! 5

It's that huge and horrible monster.  
Unison! Join forces, and you'll  
soon have him defeated!

CULTURE BRAIN U.S.A. INC.  
1535 N.E. 10th, Portland, Oregon 97232

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# REALISTIC KUNG-FU ACTION RETURNS!

FLYING DRAGON: The Secret Scroll.

Based on the ARCADE HIT "Shang-Hai Kid", it's the latest in fighting action for the NES!

**AFTER A PROLONGED SILENCE  
THE LEGEND RETURNS!  
SUPER REAL KUNG-FU ACTION!**

# FLYING DRAGON



You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your master has been kidnapped, and with him, the Secret Scrolls, which hold the awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the toughest warriors of the world.



You'll meet some of the toughest warriors of the world.

NCE,  
URNS!  
AME.  
TM



our wise  
e key to  
e Scrolls.  
the evil  
arkness.



t fighters.



™  
CULTURE BRAIN

## KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame. With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



UPPER DEFENSE



LOWER DEFENSE



CYCLONE KICK



MIDDLE DEFENSE



MIDDLE PUNCH



UPPER KICK



LOWER KICK



UPPER PUNCH



### 1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

### 2. THE POWER OF JUSTICE

Only by completing the mandala seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

### 3. TRAINING SESSION

Start your training at Shorinji, the legendary birthplace of Kung-Fu.

### 4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

### 5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

**Nintendo**

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## FACT-FILE:

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cart Size:** 4 Meg  
**Number of Levels:** 24  
**Theme:** Action  
**Difficulty:** Avg. - Hard  
**Number of Players:** 1  
**Available:** January '90

Martin Alessi

# SHINOBI GOES 16-BIT ON THE GENESIS

Out of the darkness there comes a sound of thunder and a flash of light. All you can see is a cloaked figure and eyes filled with the spirit of revenge. It's Shinobi and he's back with a 16-Bit vengeance!

This is the Genesis cart hardcore Sega fans have been waiting for. Revenge of Shinobi keeps most of the

play themes popularized in the original, while adding a few new enhancements that improve the game play dramatically.

Revenge of Shinobi has some of the most impressive graphics ever seen in a home video game. Highly realistic separate scrolling fields of background and foreground animation generate an



*Powerful enemies constantly appear!*



**SINGLE STARS**  
 10 Stars  
**BOMB**  
 Danger! Explosive!



*Look how much Shinobi has improved! This version is even better than the arcades!*

## POWER-UP

Located within the crates are any one of six different power-ups. Use these to your advantage,

**1 UP**  
 Extra Life  
**POW**  
 Power-Up  
**HEART**  
 Stamina Restored  
**DOUBLE STARS**  
 20 Stars





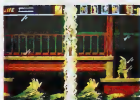
awesome 3-D effect. Accurately detailed enemies and huge animated Bosses add to the excitement (wait until you see the huge fire breathing dinosaur at the end of stage seven and you'll know exactly what we mean)!

The music and sound effects are equally impressive and set the mood for each stage.

Revenge consists of eight stages each containing three areas, the last one holding the Boss guardian. The Bosses are challenging, but not overly difficult. The biggest challenge is the mind-boggling labyrinth of revolving doors in level 8-2. You must proceed through the correct doors (there are up to 20 in some of the rooms) and move from room to room to escape the maze of dangers.

Revenge of Shinobi is without a doubt one of the best Genesis games to appear so far (if not THE best). It combines the perfect blend of graphics detail, sound quality, and game play to create a video game experience unlike any you have ever seen before!

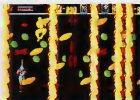
## MASTER NINJA MAGIC...



*IKAZUCHI Magic - Become invincible for a short period of time!*



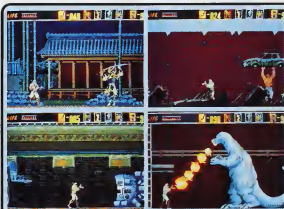
*FUSHIN Magic - Introduces several shadows which increase your attacks!*



*KARIJU Magic - Emits powerful columns of fire in all directions!*



*HUIIN Magic - Shinobi explodes his spirit to damage everything that is hit!*



## SHINOBI SUPER BOSSES

Some of the most impressive graphics throughout Revenge of Shinobi come at the Boss encounters, where Shinobi must wage war against armored Samurai or thirty foot dinosaurs! It is in these battles that your true martial arts talents are put to the test!

Since the Genesis is capable of handling large characters, animated graphics like these are not as difficult to produce as they would be on a Nintendo. Without a doubt, these are some of the best graphics we've ever seen!





## FACT-FILE:

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cart Size:** 4 Meg  
**Number of Levels:** 6  
**Theme:** Shooter  
**Difficulty:** Average  
**Number of Players:** 1 or 2  
**Available:** December '89

Steve Harris

# BATTLE IN THE FORGOTTEN WORLDS

Blasting its way straight from the arcades and onto the Genesis comes the virtual carbon-copy translation of one of the most fierce video firefights ever to hit the screen.

In this one or two-player simultaneous shoot-em-up, you command two of

the meanest super soldiers who are both outfitted with hover suits that let you fly high over land, a primary weapon (laser rifle) and a special drone ship that follows your every move and helps supplement your laser blasts with even more powerful options that range

from a flamethrower, to a particle beam, to an eight-way multi-shot.

You must face a horde of alien opponents that include rival hover troops and other organisms, as well as laser-firing hardware and massive obstacles that must be blown away to pass.



**LEVEL ONE** - The first stage of battle is set against a destroyed city.



**LEVEL TWO** - Take on new aliens in the air and over the water.



**LEVEL THREE** - Blast your way toward the Warlord in dual scroll.



## HIDDEN POWER-UP



COW = 10,000 ZENNY



POW = MORE HEALTH



BARREL = MORE HEALTH



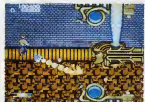
YASHI = ONE CONTINUE

## SUPER STUDS!



## BLOW AWAY THE BOSSES!

Use your powers against the six Bosses of the Forgotten Worlds! Be prepared, however, because some of these alien nasties will transform into even more powerful foes!



**LEVEL FOUR** - Enter the Egyptian Worlds and the Lair of Cleopatra.



**LEVEL FIVE** - The environment turns to snow and forests - can you survive?



**LEVEL SIX** - The final round changes to a vertical scroll and even more action.

## STOP AND SHOP!

As you travel through the Forgotten Worlds, you can stop at the shops that will suddenly appear out of nowhere! In these establishments you can purchase new weapons, armor, continues and information. Later levels of play have even more attractive power-ups so remember to spend your Zenny wisely!



GRAB ZENNY FROM OPPONENTS...



...LOCATE THE SHOP...



...AND VISIT THE SHOPKEEPER!

# RAMBO

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CALL OTHER COUNTRIES

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# III

## FACT-FILE:

Manufacturer: Sega  
Machine: Genesis  
Cart Size: 2 Meg  
Number of Levels: 7  
Theme: Shooter  
Difficulty: Easy  
Number of Players: 1 or 2  
Available: December '89

Brian Belanger

## BLOW THE SOVIET PINKOS AWAY!

Based on the blast-em-up movie and not the Master System game, Rambo 3 takes you on a mission to rescue your mentor, Colonel Trautman. You must guide the all-powerful John Rambo through a series of missions in order to reach your final objective. The majority of the action is played out from an overhead perspective, although you are challenged with first-person perspective confrontations after certain missions are completed. In these special contests, it's Rambo against powerful tanks and helicopters, with an explosive bow as your weapon.

During the main rounds, Rambo can use any one of three different weapons which can be selected at any time. Of course Rambo also has a limitless supply of ammo for his machine gun which



you'll find yourself using the most.

While the graphics are top-notch, with digitized pictures from the movie setting the stage for your adventure, Rambo 3 is not very long and is not too difficult to complete. This is a good Commando-style shooter, and fans of these types of games should consider it.

## THE MISSION...



**INFILTRATE THE  
ENEMY AND RESCUE  
TRAUTMAN!**

## THE WEAPONS

### KNIFE



Kill enemies with the knife to generate arrows and bombs.

### BOW



Hold down before you shoot arrows to increase destruction.

### BOMB



Incredible power! Lay in front of towers, tanks, and more.





## FACT-FILE:

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cart Size:** 3 Meg  
**Number of Levels:** 6  
**Theme:** Action/Adventure  
**Difficulty:** Average  
**Number of Players:** 2  
**Available:** January '90

Brian Belanger

# BECOME A MYSTIC DEFENDER!



*Several layers of graphics and animation create exciting scenes like this one!*



*Use the super magic to summon a giant dragon and eliminate all the enemies!*

Mystic Defender is just that - mystical! Taking advantage of the Genesis' 16-Bit graphics and sound, this Genesis game is more than just a conventional shoot-em-up or Castlevania spin-off.

Instead of being armed with a MAC-10 machine gun or rocket launchers, the hero of Mystic Defender has the unique ability of focusing energy and directing it towards oncoming opponents.

Using an assortment of spells which can be collected after each Boss is defeated, you must try to clear each area in hopes of finding more spells. On your way you'll encounter giant bouncing heads and spiders that transform into multi-armed attackers! Bosses and sub-Bosses also anticipate your arrival. A variety of terrains also work against you. Fast hands and quick logic are a must to be a Mystic Defender!

## BOSS ONE



## BOSS TWO



## BOSS THREE



## PULSE



The beginning weapon, shoots fast or can be stored for a multiple wide shot.

## FLAMETHROWER



A very powerful and useful weapon. Must be stored up to use, and extends further.

## MULTI-SHOT



Must be stored for effective shot and can't use quickly. Use only on certain enemies.

# MEGA PLAY

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